## Cleric of Lathander: LG M Humanoid (human) Clr5

**HD:** 5 (31 hp) **INIT:** +0
**AC:** 17 (T 10, FF 17) **SPD:** 20 ft.
**ATK:** Mace +6 (1d8+1)
**SA/SQ:** Greater turning 1/day (destroy), inspire allies 1/day (2 rds, +2 atk, dmg, saves, checks), turn undead 9/day (+4)
**SV:** Fort +5, Ref +1, Will +7
**AB:** S 13, D 10, Cn 12, I 8, W 16, Ch 14
**SK/F:** Conc +4, Lis +3, Spot +3; Divine Vengeance*
**SPELLS:** 0—*cr wtr, det mag* (2), *det poison, mend*; 1st—*bless, div favor, mag wpn* (3); 2nd—*l restor* (3), *enthrall* (DC 15); 3rd—*sear lgt* (3). Domains: Nobility, Sun
**POSS:** Chainmail, hvy steel shield, mwk mace, *circlet of persuasion*
**CR:** 5
**Complete Warrior*

## Dalelands Militia: LG M Humanoid (human) Exp1/War1

**HD:** 2 (13 hp) **INIT:** +1
**AC:** 13 (T 11, FF 12) **SPD:** 30 ft.
**ATK:** Spear +2 (1d8/×3); **or** bow +3 rg (1d8/×3)
**SV**: Fort +4, Ref +1, Will +3
**AB:** S 11, D 12, Cn 13, I 9, W 10, Ch 8
**SK/F:** Climb +5, H Animal +4, Spot +4; Strong Soul*
**POSS:** Leather, mwk comp longbow, 20 arrows, mwk spear
**CR:** 1
**Forgotten Realms Campaign Setting*

## Gold Dwarf Fighter: LG M Humanoid (dwarf) Ftr6

**HD:** 6 (49 hp) **INIT:** +2
**AC:** 20 (T 11, FF 19) **SPD:** 20 ft.
**ATK:** Dwarven urgrosh +8/+3 (1d8+5/×3, magic)/+8 (1d6+3/×3); **or** +10/+5 (1d8+7/×3 plus 2d6, magic) against aberrations/ +8 (1d6+3/×3); **or** +10 (1d8+5/×3, magic); **or** +12 (1d8+7/×3 plus 2d6, magic) against aberrations
**SA/SQ:** Darkvision 60 ft., gold dwarf traits*
**SV:** Fort +7, Ref +4, Will +3
**AB:** S 14, D 15, Cn 15, I 10, W 12, Ch 8
**SK/F:** Climb +5, Lis +1, Spot +5; Cleave, Dodge, Pow Atk
**POSS:** Full plate, *+1 aberration bane*/mwk dwarven urgrosh
**CR:** 6
**Forgotten Realms Campaign Setting*

## Human Dragonslayer: LG M Humanoid (human) Ftr5/Drg2*

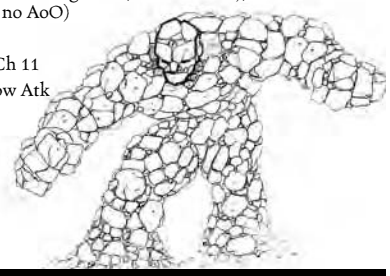
**HD:** 7 (57 hp) **INIT:** +6
**AC:** 19 (T 12, FF 17) **SPD:** 20 ft.
**ATK:** Sword +12/+7 (2d6+5/19–20, magic)
**SA/SQ:** Aura of courage (fearless, allies within 10 ft. get +4 save against fear), +2 dmg against dragons
**SV:** Fort +8, Ref +5, Will +6
**AB:** S 14, D 15, Cn 15, I 10, W 12, Ch 8
**SK/F:** Climb +2, Jump –3, Lis +3, Ride +3, Srch +5, Spot +4, Swim +3, Tmbl +4; Cbt Expert, Dodge
**POSS:** *+2 chainmail, +1 greatsword, potion of shld faith* +4
**CR:** 7
**Draconomicon*; Drg = dragonslayer class

## Large Silver Dragon (juvenile): LG L Dragon (cold)

**HD:** 16 (152 hp) **INIT:** +6
**AC:** 24 (T 9, FF 24) **SPD:** 40 ft., F 150 ft. (Pr)
**ATK:** Bite +19 (2d6+4) *and* 2 claws +14 (1d8+2) *and* 2 wings +14 (1d6+2) *and* tail slap +14 (1d8+6)
**SA/SQ:** Blindsense 60 ft., breath wpn 1/1d4 rds (cone; 40 ft.; 8d8 cold, Ref DC 21 half **or** paralysis 1d6+4 rds, Fort DC 21 negates), darkvision 120 ft., imm acid, cold, paralysis, and sleep, low-light, reach (bite 10 ft.), vuln fire
**SV:** Fort +13, Ref +10, Will +14
**AB:** S 19, D 10, Cn 17, I 18, W 19, Ch 18
**SK/F:** Conc +15 (+19 cast def), Jump +27, Lis +25, M Sil +4, Spot +25; Flyby Atk, Pow Atk, Wingover
**SPELLS:** Known (6/6): 0—*det mag, det poison, disr und, mend, prest*; 1st—*b hands* (DC 15), *cure lt* (DC 15), *mag missile*
**CR:** 10

## Medium Earth Elemental: LG M Elemental (earth, extraplanar)

**HD:** 4 (30 hp) **INIT:** –1
**AC:** 18 (T 9, FF 18) **SPD:** 20 ft.
**ATK:** Slam +8 (1d8+7)
**SA/SQ:** Darkvision 60 ft., earth glide, earth mastery (+1 atk and dmg if it and opponent touch ground, –4 otherwise), elemental traits, push (bull rush, no AoO)
**SV:** Fort +7, Ref +0, Will +1
**AB:** S 21, D 8, Cn 17, I 4, W 11, Ch 11
**SK/F:** Lis +4, Spot +3; Cleave, Pow Atk
**CR:** 3





## Paladin of Torm: LG M Humanoid (human) Pal7

**HD:** 7 (36 hp) **INIT:** +1
**AC:** 20 (T 11, FF 19) **SPD:** 20 ft.
**ATK:** Sword +11/+6 (2d6+4/19–20, good, magic, plus 2d6 against evil creatures)
**SA/SQ:** Aura of courage (fearless, allies within 10 ft. get +4 save against fear), *det evil*, div health, lay on hands 21, *rem disease* 1/week, smite evil 2/day (+3 atk, +7 dmg), turn undead 6/day (+3, as Clr4)
**SV:** Fort +7, Ref +6, Will +6
**AB:** S 14, D 13, Cn 8, I 10, W 12, Ch 16
**SK/F:** Dipl +15, H Animal +8, Lis +1, Ride +13, Spot +1; Divine Vigor*, Dodge
**SPELLS:** 1st—*div favor, l restor*
**POSS:** *+1 full plate, +1 holy greatsword*
**CR:** 7
**Complete Warrior*

## Soldier of Cormyr: LG M Humanoid (human) Ftr3

**HD:** 3 (27 hp) **INIT:** +1
**AC:** 22 (T 11, FF 21) **SPD:** 20 ft.
**ATK:** Sword +6 (1d8+2/19–20)
**SV:** Fort +7, Ref +4, Will +4
**AB:** S 14, D 13, Cn 15, I 10, W 12, Ch 8
**SK/F:** Climb +0, H Animal +2, Jump –7, Lis +2, Ride +5, Spot +2; Dodge
**POSS:** Full plate, *+1 hvy steel shield*, longsword
**CR:** 3

## Healer: NG M Humanoid (human) Hlr3*

**HD:** 3 (20 hp) **INIT:** +1
**AC:** 14 (T 11, FF 13) **SPD:** 30 ft.
**ATK:** Spear +1 (1d8–1/×3)
**SA/SQ:** Cleanse paralysis 1/day, healing hands (add +2 hp with *cure* spells)
**SV:** Fort +6, Ref +4, Will +7
**AB:** S 8, D 13, Cn 12, I 10, W 15, Ch 14
**SK/F:** Conc +2, Dipl +7, H Animal +8, Heal +11, Lis +2, Ride +3, S Mot +7, Spot +2, Surv +3
**SPELLS:** 0—*cure min* (5; DC 12); 1st—*cure lt* (2; DC 13), *gdberry, sanct, spk animals*; 2nd—*cure mod* (3; DC 14), *del poison*
**POSS:** +1 *leather*, mwk spear, *potion of shld faith* +5, healer's kit
**CR:** 3
**Miniatures Handbook*; Hlr = healer class

## Mialee, Elf Wizard: N M Humanoid (elf) Wiz1

**HD:** 1 (7 hp) **INIT:** +3
**AC:** 13 (T 13, FF 10) **SPD:** 30 ft.
**ATK:** Spear +0 (1d6)
**SA/SQ:** Elf traits
**SV:** Fort +0, Ref +3, Will +3
**AB:** S 10, D 16, Cn 10, I 15, W 13, Ch 8
**SK/F:** Conc +4, Srch +6, Lis +5, Spell +6, Spot +5
**SPELLS:** 0—*det mag, light, r mag*; 1st—*mag missile, mag wpn*
**POSS:** Shortspear
**CR:** 1

## Catfolk*: CN M Humanoid (catfolk) War1

**HD:** 1 (5 hp) **INIT:** +2
**AC:** 15 (T 12, FF 13) **SPD:** 40 ft.
**ATK:** Rapier +3 (1d6+1/18–20); **or** bow +3 rg (1d8/×3)
**SA/SQ:** Low-light
**SV:** Fort +3, Ref +2, Will –1
**AB:** S 13, D 15, Cn 12, I 10, W 9, Ch 10
**SK/F:** Lis +3, Jump +5, M Sil +6
**POSS:** Leather, rapier, longbow, 20 arrows
**CR:** 1/2
**Miniatures Handbook*

## Champion of Eilistraee (drow): CG M Humanoid (elf) Clr3/Ftr4/Dcr1*

**HD:** 8 (44 hp) **INIT:** +3
**AC:** 19 (T 13, FF 16) **SPD:** 30 ft.
**ATK:** +10/+5 (1d10+6/19–20, magic)
**SA/SQ:** Darkvision 120 ft., drow traits, low-light, SR 19, sword song 1 rd/day, turn lycanthrope 3/day (+0), turn undead 3/day (+2)
**SV:** Fort +7, Ref +9, Will +6
**AB:** S 14, D 16, Cn 10, I 13, W 16, Ch 10
**SK/F:** Dipl +5, Jump +7, Lis +7, Perf (dance) +8, Srch +3, Spot +5, Swim +7, Tmbl +6; Cbt Expert, Dodge
**SPELLS:** 0—*cr wtr, det mag, light, mend, r mag*; 1st—*cloak of dark power***, *conviction*†, *div favor, ent shld, shld faith*; 2nd—*align wpn, b's endurance, b's strength, moonbeam*** (DC 15). Domains: Drow**, Moon**
**POSS:** +2 *mithral shirt*, +1 *bastard sword*, *ring of counterspells* (*disp mag*), scroll of *invis purge*, scroll of *l restor*, scroll of *longstr*
**CR:** 9
**Faiths and Avatars*, Swd = sword dancer; **Forgotten Realms *Campaign Setting*; †*Miniatures Handbook*

## Cleric of Kord (half-orc): CG M Humanoid (orc) Bbn1/Clr3

**HD:** 4 (29 hp) **INIT:** +1
**AC:** 15 (T 11, FF 14) **SPD:** 40 ft.
**ATK:** Sword +9 (2d6+7/19–20, magic)
**SA/SQ:** Darkvision 60 ft., feat of strength 1/day (1 rd, +3 Str), good fortune 1/day (reroll), rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, –2 AC), turn undead 2/day (–1)
**SV:** Fort +6, Ref +4, Will +5
**AB:** S 18, D 13, Cn 12, I 6, W 14, Ch 8
**SK/F:** Jump +8, Lis +6, Spot +2, Swim +8
**SPELLS:** 0—*guid, pur fd/drk, resist, virtue*; 1st—*cause fear* (2; DC 13), *det undead, ent shld*; 2nd—*b's endurance, b's strength, hold per* (DC 14). Domains: Luck, Strength
**POSS:** +1 *studded leather*, +1 *greatsword*
**CR:** 4

## Drizzt, Drow Ranger: CG M Humanoid (elf) Ftr10/Bbn1/Rgr5

**HD:** 16 (124 hp) **INIT:** +9
**AC:** 24 (T 16, FF 21) **SPD:** 40 ft.
**ATK:** Scimitar +22/+17/+12/+7 (1d6+10/18–20, magic plus 1d6 cold) *and* scimitar +22/+17 (1d6+7/18–20, magic); **or** scimitar +24 (1d6+10/18–20, magic plus 1d6 cold)
**SA/SQ:** Darkvision 120 ft., drow traits, fav enemy (goblinoids +4, magical beasts +2), rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), SR 27, wild empathy
**SV:** Fort +15, Ref +12, Will +7
**AB:** S 20, D 20, Cn 15, I 17, W 17, Ch 14
**SK/F:** Hide +17, Jump +15, Lis +20, M Sil +19, Spot +12, Surv +8; B-Fight, Cbt Reflex, Dodge, Endur, Mobil, Quick D, Rap Shot, Track, Twin Sword Style*
**SPELLS:** 1st—*longstr*
**POSS:** +4 *elven chain* (+4 Str), *Icingdeath, Twinkle, figurine of wondrous power: onyx panther*
**CR:** 17 *Forgotten Realms *Campaign Setting*

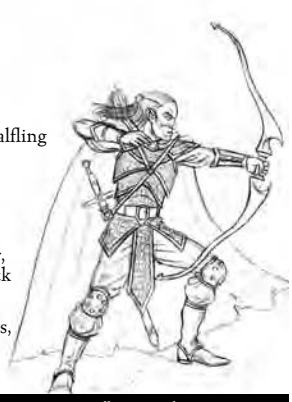
## Evermeet Wizard (sun elf): CG M Humanoid (elf) Wiz5

**HD:** 5 (22 hp) **INIT:** +1
**AC:** 12 (T 12, FF 11) **SPD:** 35 ft.
**ATK:** Wand +1 touch (3d6 electricity, magic), +4 touch against metal
**SA/SQ:** Sun elf traits*
**SV:** Fort +2, Ref +2, Will +4
**AB:** S 8, D 13, Cn 12, I 18, W 10, Ch 12
**SK/F:** Conc +9, Lis +6, Srch +6, Spell +14, Spot +8; Dodge, Sudden Silent**
**SPELLS:** 0—*acid spl* (5); 1st—*benign transposition*** (2), *grease* (DC 15), *mag armor, obs mist*; 2nd—*glitter* (DC 16), *M's acid arrow* (3); 3rd—*stink cld* (DC 17), *summ mon III* (2)
**POSS:** *Ring of protection* +1, *wand of shock grp* (3rd), scroll of *exp retreat*, scroll of *obs mist*
**CR:** 5
*Forgotten Realms *Campaign Setting*; **Miniatures Handbook*

## Graycloak Ranger: CG M Humanoid (elf) Rgr4

**HD:** 4 (25 hp) **INIT:** +4
**AC:** 17 (T 14, FF 13) **SPD:** 30 ft.
**ATK:** Bow +8/+8 rg (1d8/×3); **or** bow +10 rg (1d8/×3); **or** sword +5 (1d8/19–20)
**SA/SQ:** Elf traits, fav enemy (giants +2), wild empathy
**SV:** Fort +5, Ref +8, Will +2
**AB:** S 10, D 18, Cn 12, I 12, W 13, Ch 8
**SK/F:** Climb +2, Hide +16, Lis +10, M Sil +11, Srch +8, Spot +10, Surv +8, Swim +2; Endur, Pt Blk Shot, Rap Shot, Track
**SPELLS:** 1st—*mag fang*
**POSS:** Mwk studded leather, mwk longbow, 20 arrows, mwk longsword, *cloak of elvenkind*
**CR:** 4

## Halfling Ranger: CG S Humanoid (halfling) Rgr6



**HD:** 6 (48 hp) **INIT:** +3
**AC:** 19 (T 14, FF 16) **SPD:** 20 ft.
**ATK:** Bow +10/+10 rg (1d6/×3, magic); **or** bow +12 rg (1d6/×3, magic); **or** sword +8/+3 (1d6/19–20)
**SA/SQ:** Fav enemy (giants +2, undead +4), halfling traits, wild empathy
**SV:** Fort +10, Ref +10, Will +5
**AB:** S 10, D 16, Cn 16, I 10, W 13, Ch 8
**SK/F:** Climb +2, Hide +16, Jump –4, Lis +11, M Sil +14, Srch +5, Spot +10, Surv +10; Endur, Mshot, Pt Blk Shot, Prec Shot, Rap Shot, Track
**SPELLS:** 1st—*entang* (DC 12), *longstr*
**POSS:** *+1 mithral shirt, +1 longbow,* 20 arrows, mwk longsword, *cloak of resistance +1*
**CR:** 6



## Halfling Wizard: CG S Humanoid (halfling) Wiz3

**HD:** 3 (15 hp) **INIT:** +2
**AC:** 13 (T 13, FF 11) **SPD:** 20 ft.
**ATK:** Dagger +1 (1d3–2/19–20)
**SA/SQ:** Halfling traits
**SV:** Fort +5, Ref +5, Will +6
**AB:** S 6, D 15, Cn 14, I 15, W 12, Ch 10
**SK/F:** Climb +0, Conc +8, Hide +6, Jump –6, Lis +6, M Sil +7, Spell +10, Spot +3; Dodge, Spell Pen
**SPELLS:** 0—*ray frost* (5); 1st—*mag armor, mag missile, mag wpn* (2); 2nd—*scorch ray* (3)
**POSS:** *Wand of mag missile* (1st), mwk dagger, *cloak of resistance +1,* scroll of *hold port,* scroll of *lgt bolt,* scroll of *reduce per*
**CR:** 3



## Ialdabode, Human Psion: CG M Humanoid (human) Tel2*

**HD:** 2 (8 hp) **INIT:** +2
**AC:** 12 (T 12, FF 10) **SPD:** 30 ft.
**ATK:** Staff +3 (1d6+1); **or** crossbow +4 rg (1d8/19–20)
**SV:** Fort +1, Ref +2, Will +2
**AB:** S 12, D 14, Cn 13, I 15, W 10, Ch 8
**SK/F:** Bluff +4, Conc +6, Dipl +3, Intim +1, Lis + 0, Psicraft +9*, S Mot +5, Spot +0; Dodge
**SPELLS:** Psionics* (9 pp)—*float* (1 pp; swim +10 ft.), *inertial armor* (1 pp; +4 AC), *mind link* (1 pp; telepathic bond), *mind thrust* (2 pp; 10 damage; DC 13 negates), *psionic daze* (1 pp; daze; DC 13)
**POSS:** Mwk light crossbow, 10 bolts, mwk quarterstaff
**CR:** 2
**Psionics Handbook*; Tel = telepath subclass



## Moon Elf Fighter: CG M Humanoid (elf) Ftr9

**HD:** 9 (63 hp) **INIT:** +7
**AC:** 21 (T 13, FF 18) **SPD:** 45 ft.
**ATK:** Sword +15/+10 (1d10+6/17–20, magic)
**SA/SQ:** Elf traits
**SV:** Fort +7, Ref +6, Will +2
**AB:** S 16, D 16, Cn 12, I 12, W 8, Ch 10
**SK/F:** Climb +10, Jump +21, Lis +1, Srch +3, Spot +7, Tmbl +3; Dodge, Leadership
**POSS:** *+1 elven chain,* mwk hvy steel shield, *+1 bastard sword, boots of striding and springing*
**CR:** 9

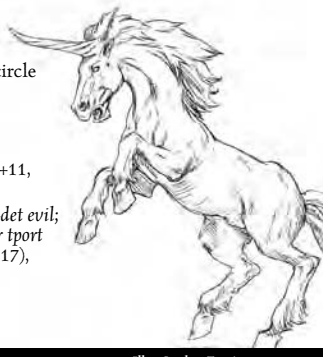


## Ragnara, Psychic Warrior: CG M Humanoid (maenad*) Psw3*

**HD:** 3 (20 hp) **INIT:** +2
**AC:** 18 (T 12, FF 16) **SPD:** 30 ft.
**ATK:** Sword +5 (1d8+2/19–20)
**SA/SQ:** Mindscream 1/day (*energy ray**, up to 3d6–1 sonic), outburst 1/day (4 rds, +2 Str, –2 Int, –2 Wis)
**SV:** Fort +4, Ref +2, Will +4
**AB:** S 15, D 14, Cn 12, I 10, W 13, Ch 8
**SK/F:** Conc +8, Autohypnosis* +8; Dodge, Psionic Weapon*
**SPELLS:** Psionics* (6 pp)—*burst* (1 pp; +2 speed, swift), *catfall* (1 pp; –1d6 falling dmg), *offensive precognition* (1 pp; +1 atk)
**POSS:** Scale mail, mwk hvy mundane crystal shield, mwk mundane crystal longsword **CR:** 3
**Psionics Handbook*; Psw = psychic warrior class



## Unicorn: CG L Magical Beast



**HD:** 4 (42 hp) **INIT:** +3
**AC:** 18 (T 12, FF 15) **SPD:** 60 ft.
**ATK:** Horn +11 (1d8+8, magic)
**SA/SQ:** Darkvision 60 ft., imm charm, compulsion, and poison, low-light, mag circle evil, scent, wild empathy
**SV:** Fort +9, Ref +7, Will +6
**AB:** S 20, D 17, Cn 21, I 10, W 21, Ch 24
**SK/F:** Jump +21, Lis +11, M Sil +9, Spot +11, Surv +8 (+11 home forest)
**SPELLS:** (Spell-Like Abilities) At will—*det evil;* 3/day—*cure lt* (1d8+5; DC 16); 1/day—*gr tport* (home forest only), *cure mod* (2d8+5; DC 17), *neut poison*
**CR:** 3



## Githzerai: N M Humanoid (extraplanar) War1

**HD:** 1 (5 hp) **INIT:** +3
**AC:** 17 (T 13, FF 14) **SPD:** 30 ft.
**ATK:** Sword +5 (1d6+1/19–20)
**SA/SQ:** Darkvision 60 ft., SR 6
**SV:** Fort +3, Ref +3, Will +0
**AB:** S 13, D 17, Cn 12, I 8, W 11, Ch 8
**SK/F:** Conc +1, Spot +2
**SPELLS:** (Psionics) 3/day—*daze* (DC 9), *f fall, shatter* (DC 11)
**POSS:** Mwk short sword
**CR:** 1



## Sage: CG M Humanoid (human) Exp4

**HD:** 4 (18 hp) **INIT:** –1
**AC:** 10 (T 9, FF 10) **SPD:** 30 ft.
**ATK:** Staff +2 (1d6 –1)
**SV:** Fort +2, Ref +1, Will +6
**AB:** S 9, D 8, Cn 10, I 15, W 12, Ch 11
**SK/F:** D Script +9, Dipl +7, Know (arc) +12, Know (nature) +14, Prof (scribe) +8, Spell +11, Surv +8, Use Mag Dev +7
**POSS:** Padded, quarterstaff, *cloak of resistance +1*
**CR:** 3

## Clay Golem: N L Construct

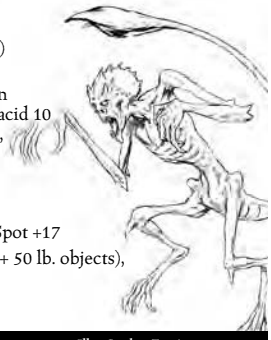
**HD:** 11 (90 hp) **INIT:** –1
**AC:** 22 (T 8, FF 22) **SPD:** 20 ft.
**ATK:** 2 slams +14 (2d10+7 plus cursed wound)
**SA/SQ:** Berserk (1%/rd), cursed wound (no heal, *cure* spells DC 26 level check), construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste 1/day (self), imm magic, low-light, reach 10 ft.
**SV:** Fort +3, Ref +2, Will +3
**AB:** S 25, D 9, Cn —, I —, W 11, Ch 1
**CR:** 10

## Wereboar (HYBRID FORM): CE M Humanoid (HUMAN, SHAPECHANGER)

**HD:** 4 (34 hp) **INIT:** +0
**AC:** 18 (T 10, FF 18) **SPD:** 30 ft.
**ATK:** Axe +6 (1d8+4/×3) *and* gore +1 (1d6+1); **or** 2 claws +6 (1d4+3) *and* gore +1 (1d6+1)
**SA/SQ:** Alt form (human or boar), boar empathy, DR 10/silver, ferocity (fight below 0 hp), low-light, lycanthropy, scent
**SV:** Fort +9, Ref +3, Will +3
**AB**: S 17, D 11, Cn 18, I 10, W 11, Ch 8
**SK/F:** H Animal +3, Intim +3, Lis +5, Spot +4; Imp Bull Rush, Pow Atk
**POSS:** Battleaxe
**CR:** 4

## Bone Devil: LE L Outsider (BAATEZU, EVIL, EXTRAPLANAR, LAWFUL)

**HD:** 10 (95 hp) **INIT:** +9
**AC:** 25 (T 14, FF 20) **SPD:** 40 ft.
**ATK:** Bite +14 (1d8+5, evil, lawful) *and* 2 claws +12 (1d4+2, evil, lawful) *and* sting +12 (3d4+2, evil, lawful, plus poison)
**SA/SQ:** DR 10/good, fear aura (5-ft. radius, Will DC 17 negates), imm fire and poison, poison (Fort DC 20, 1d6 Str/2d6 Str), reach 10 ft., resist acid 10 and cold 10, *summon baatezu* (1 bone devil, 35%), see in darkness, SR 21
**SV:** Fort +12, Ref +12, Will +11
**AB:** S 21, D 21, Cn 21, I 14, W 14, Ch 14
**SK/F:** Conc +18, Hide +14, Lis +17, M Sil +18, Spot +17
**SPELLS:** At will—*dim anchor, fly, gr tport* (self + 50 lb. objects), *invis* (self), *maj image* (DC 15), *wall of ice*
**CR:** 9





## Dread Guard*: N M Construct

**HD:** 5 (47 hp) **INIT:** +0
**AC:** 17 (T 10, FF 17) **SPD:** 20 ft.
**ATK:** Sword +6 (1d8+3/19–20)
**SA/SQ:** Construct traits, resist cold 10 and fire 10
**SV:** Fort +1, Ref +1, Will +2
**AB:** S 17, D 11, Cn —, I 6, W 13, Ch 2
**POSS:** Mwk banded mail, mwk lt steel shield, longsword
**CR:** 3
**Monster Manual II*

## Half-Orc Barbarian: CN M Humanoid (ORC) Bbn2

**HD:** 2 (22 hp) **INIT:** +2
**AC:** 16 (T 12, FF 16) **SPD:** 40 ft.
**ATK:** Sword +5 (2d6+3/19–20)
**SA/SQ:** Darkvision 60 ft., rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), uncanny dodge
**SV:** Fort +5, Ref +2, Will +0
**AB:** S 15, D 15, Cn 14, I 10, W 10, Ch 6
**SK/F:** Climb +5, Jump +10, Lis +5, Surv +5
**POSS:** Studded leather, *amulet of natural armor +1*, greatsword
**CR:** 2

## Aspect of Bane: LE L Outsider (EVIL, EXTRAPLANAR, LAWFUL)

**HD:** 14 (119 hp) **INIT:** +3
**AC:** 22 (T 12, FF 19) **SPD:** 30 ft.
**ATK:** Morningstar +21/+16/+11 (2d6+10/19–20, evil, lawful, magic); **or** gauntlet +19/+14/+9 (1d4+6, evil, lawful, magic)
**SA/SQ:** DR 5/epic, darkvision 60 ft., fear aura (10-ft. radius, Will DC 27 negates), reach 10 ft.
**SV:** Fort +13, Ref +12, Will +12
**AB:** S 21, D 17, Cn 18, I 19, W 17, Ch 30
**SK/F:** Bluff +27, Climb +10, Conc +21, Dipl +14, Disg +19, H Animal +18, Hide +4, Intim +29, Jump +11, Lis +12, M Sil +8, Ride +5, Srch +13, S Mot +12, Spell +21, Spot +12, Swim +7; B-Fight
**POSS:** *+1 scale mail, +1 morningstar, +1 gauntlet*
**CR:** 11

## Dark Moon Monk: LE M Humanoid (HUMAN) Mnk3/Sor2

**HD:** 5 (30 hp) **INIT:** +2
**AC:** 15 (T 13, FF 13) **SPD:** 40 ft.
**ATK:** Sai +6 (1d4+2); **or** sai +5/+5 (1d4+2); **or** shuriken +5 rg (1d2+2)
**SA/SQ:** Evasion, still mind
**SV:** Fort +4, Ref +5, Will +7
**AB:** S 14, D 14, Cn 12, I 10, W 12, Ch 15
**SK/F:** Bal +8, Bluff +7, Dipl +4, Hide +8, Intim +4, Lis +7, M Sil +8, Spot +7; Defl Arrows, Dodge, Mobil, Stun Fist
**SPELLS:** Known (6/5): 0—*acid spl, det mag, disr und, mag hand, ray frost*; 1st—*mag wpn, tr strike*
**POSS:** *Bracers of armor* +2, 2 mwk sais, 10 shuriken
**CR:** 5

## Duergar Warrior: LE M Humanoid (DWARF) War1

**HD:** 1 (9 hp) **INIT:** +0
**AC:** 17 (T 10, FF 17) **SPD:** 20 ft.
**ATK:** Warhammer +2 (1d8+1/×3)
**SA/SQ:** Darkvision 60 ft., duergar traits
**SV:** Fort +4, Ref +0, Will –1
**AB:** S 13, D 11, Cn 14, I 10, W 9, Ch 4
**SK/F:** Lis +3, M Sil –4, Spot +2
**SPELLS:** (Spell-Like Abilities) 1/day—*enlarge per, invis*; self only
**POSS:** Chainmail, hvy steel shield, warhammer
**CR:** 1

## Erinyes: LE M Outsider (BAATEZU, EVIL, EXTRAPLANAR, LAWFUL)

**HD:** 9 (85 hp) **INIT:** +5
**AC:** 23 (T 15, FF 18) **SPD:** 30 ft., F 50 ft. (G)
**ATK:** Sword +14/+9 (1d8+5/19–20, evil, lawful); **or** dagger +15 rg (1d4+5/19–20)
**SA/SQ:** DR 5/good, imm fire and poison, resist acid 10 and cold 10, see in darkness, SR 20, *summon baatezu* 1/day (1d4 bearded devils, 50%), true seeing
**SV:** Fort +11, Ref +11, Will +10
**AB:** S 21, D 21, Cn 21, I 14, W 18, Ch 20
**SK/F:** Conc +17, Esc +17, Hide +17, Lis +16, M Sil +17, Spot +16; Dodge, Mobil, Pt Blk Shot, Prec Shot, Rap Shot, Shot/Run
**SPELLS:** At will—*charm mon* (DC 19), *gr tport* (self + 50 lb. objects), *min image* (DC 17), *unh blight* (DC 19)
**POSS:** Longsword, 3 mwk daggers
**CR:** 8

## Human Cleric of Bane: LE M Humanoid (HUMAN) Clr5

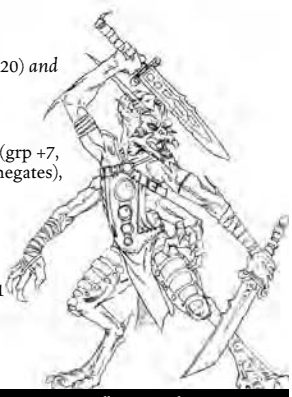
**HD:** 5 (31 hp) **INIT:** +1
**AC:** 20 (T 11, FF 19) **SPD:** 20 ft.
**ATK:** Morningstar +7 (1d8+4, magic)
**SA/SQ:** Hate 1/day (+2 atk, save, AC against 1 opponent), rebuke undead 2/day (+1), smite 1/day (+4 atk, +5 dmg)
**SV:** Fort +5, Ref +4, Will +7
**AB:** S 14, D 12, Cn 13, I 10, W 16, Ch 8
**SK/F:** Conc +9 (+13 casting defensively), Lis +4, Spot +7
**SPELLS:** 0—*cr wtr, cure min* (4; DC 13); 1st—*bane* (DC 14), *doom* (DC 14), *mag wpn* (3); 2nd—*scare* (DC 15), *sound bst* (3; DC 15); 3rd—*contag* (DC 16), *summ mon III* (2). Domains: Destruction, Hatred*
**POSS:** *+1 full plate, +1 morningstar*
**CR:** 5
*FORGOTTEN REALMS *Campaign Setting*

## Red Wizard: LE M Humanoid (HUMAN) Wiz5/Red1*

**HD:** 6 (31 hp) **INIT:** +1
**AC:** 13 (T 11, FF 12) **SPD:** 30 ft.
**ATK:** Staff +2 (1d6)
**SA/SQ:** +1 saves against evocation spells
**SV:** Fort +4, Ref +3, Will +8
**AB:** S 10, D 13, Cn 14, I 16, W 12, Ch 8
**SK/F:** Conc +11, Lis +1, Spell +14, Spot +7, Tmbl +2; Sudden Empower**, Sudden Silent**, Tattoo Focus*
**SPELLS:** 0—*ray frost* (5); 1st—*exp retreat, mag armor, mag missile* (3); 2nd—*scorch ray* (5); 3rd—*fireball* (2; DC 17), *lgt bolt* (2; DC 17)
**POSS:** *Bracers of armor +2,* quarterstaff, *robe of resistance +1,* scroll of *comp lang,* scroll of *mount,* scroll of *obs mist,* scroll of *reduce per*
**CR:** 6
*FORGOTTEN REALMS *Campaign Setting; **Miniatures Handbook*

## Xill: LE M Outsider (EXTRAPLANAR)

**HD:** 5 (32 hp) **INIT:** +7
**AC:** 20 (T 13, FF 17) **SPD:** 40 ft.
**ATK:** Sword +5/+5 (1d6+2/19–20,1d6+1/19–20) *and* 2 claws +5 (1d4+1); **or** 4 claws +7 (1d4+2); **or** sword +7 (1d6+2/19–20)
**SA/SQ:** Darkvision 60 ft., implant, imp grab (grp +7, can bite), paralysis (bite, 1d4 hr., Fort DC 14 negates), planewalk, SR 21
**SV:** Fort +6, Ref +7, Will +5
**AB:** S 15, D 16, Cn 15, I 12, W 12, Ch 11
**SK/F:** Bal +13, Climb +10, Esc +11, Intim +8, Lis +9, M Sil +11, S Mot +8, Spot +9, Tmbl +11
**POSS:** 2 short swords
**CR:** 6





## Gauth: LE M Aberration

**HD:** 6 (45 hp) **INIT:** +6
**AC:** 19 (T 12, FF 17) **SPD:** 5 ft., F 20 ft. (G)
**ATK:** 2 eye rays +6 rg touch (special) *and* bite –2 (1d6–1)
**SA/SQ:** All-around vision, darkvision 60 ft., eye rays (*dispel mag, inflict mod,* paralysis, *ray exhaust, scorch ray, sleep;* DC 14), stunning gaze (1 rd, 30 ft., Will DC 14 negates)
**SV:** Fort +5, Ref +4, Will +9
**AB:** S 8, D 14, Cn 16, I 15, W 15, Ch 13
**SK/F:** Hide +11, List +4, Srch +15, Spot +17; Flyby Attack
**CR:** 6

## Nothic*: LE M Aberration

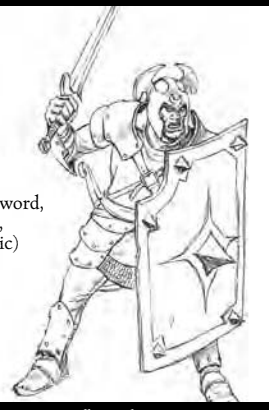
**HD:** 5 (42 hp) **INIT:** +5
**AC:** 15 (T 11, FF 14) **SPD:** 30 ft.
**ATK:** 2 claws +7 (1d4+4)
**SA/SQ:** Darkvision 120 ft., flesh-rotting gaze (30 ft., dmg 1d6, Will DC 16 negates), see invis
**SV:** Fort +5, Ref +2, Will +7
**AB:** S 18, D 12, Cn 19, I 9, W 13, Ch 8
**SK/F:** Spot +13
**CR:** 3
**Miniatures Handbook*

## Snig the Axe (GOBLIN): LE S Humanoid (GOBLINOID) Ftr3

**HD:** 3 (27 hp) **INIT:** +2
**AC:** 17 (T 13, FF 15) **SPD:** 30 ft.
**ATK:** Axe +7 (1d10+2/×3, magic); **or** javelin +7 rg (1d4+1)
**SA/SQ:** Darkvision 60 ft.
**SV:** Fort +5, Ref +3, Will +1
**AB:** S 13, D 15, Cn 14, I 12, W 10, Ch 6
**SK/F:** Hide +5, Lis +5, M Sil +5, Ride +8, Spot +5; Dodge
**POSS:** Chain shirt, *+1 greataxe,* 3 javelins, *potion of cure lt*
**CR:** 3

## Zhentarim Fighter: LE M Humanoid (HUMAN) Ftr2

**HD:** 2 (24 hp) **INIT:** +1
**AC:** 20 (T 11, FF 20) **SPD:** 20 ft.
**ATK:** Sword +6 (1d6+2/19–20)
**SV:** Fort +5, Ref +1, Will +1
**AB:** S 15, D 13, Cn 14, I 8, W 12, Ch 10
**SK/F:** Intim +4, Lis +1, Srch +0, Spot +3; Phalanx Fighting*
**POSS:** Half-plate, hvy steel shield, mwk short sword, *oil of mag wpn, potion of blur, potion of cure lt* (2), *potion of cure mod, potion of prot arrows* (10/magic)
**CR:** 2
**Complete Warrior*



## Gravehound*: NE M Undead

**HD:** 4 (26 hp) **INIT:** +6
**AC:** 15 (T 12, FF 13) **SPD:** 40 ft.
**ATK:** Bite +6 (1d6+4 plus stunning strike)
**SA/SQ:** Stunning strike (stun 1 rd; Fort DC 16 negates), darkvision 60 ft., scent, +2 turn resistance, undead traits
**SV:** Fort +1, Ref +3, Will +7
**AB:** S 17, D 14, Cn —, I 4, W 17, Ch 19
**SK/F:** Lis +10
**CR:** 3
**Miniatures Handbook*

## Warrior Skeleton: NE M Undead (AUG HUM (HUMAN))

**HD:** 1 (6 hp) **INIT:** +5
**AC:** 15 (T 11, FF 14) **SPD:** 30 ft.
**ATK:** Scimitar +1 (1d6+1/18–20)
**SA/SQ:** DR 5/bludgeoning, darkvision 60 ft., imm cold, undead traits
**SV:** Fort +0, Ref +1, Will +2
**AB:** S 13, D 13, Cn —, I —, W 10, Ch 1
**POSS:** Hvy steel shield, scimitar
**CR:** 1/3

## Aspect of Demogorgon*: CE L Outsider (CHAOTIC, EVIL, EXTRAPLANAR, TANAR'RI)

**HD:** 11 (104 hp) **INIT:** +7
**AC:** 23 (T 12, FF 20) **SPD:** 35 ft.
**ATK:** 2 tentacles +14 (1d6+4, chaotic, evil)
**SA/SQ:** DR 5/epic, darkvision 60 ft., dual actions, imm electricity and poison, reach 10 ft., resist acid 10, cold 10, and fire 10, see invisibility
**SV:** Fort +12, Ref +10, Will +12
**AB:** S 19, D 16, Cn 21, I 20, W 21, Ch 20
**SK/F:** Conc +19, Jump +18, Lis +21, Spot +21, Cbt Reflex, Dodge
**CR:** 9
**Miniatures Handbook*

## Aspect of Orcus*: CE L Outsider (CHAOTIC, EVIL, EXTRAPLANAR, TANAR'RI)

**HD:** 9 (103 hp) **INIT:** +3
**AC:** 21 (T 12, FF 18) **SPD:** 20 ft., F 40 ft. (Pr)
**ATK:** Morningstar +16/+11 (2d6+10/19–20, chaotic, evil, magic)
**SA/SQ:** DR 5/epic, darkvision 60 ft., death strike 1/day (death, Fort DC 17 negates), imm electricity and poison, reach 10 ft., resist acid 10, cold 10, and fire 10, see invisibility
**SV:** Fort +13, Ref +9, Will +9
**AB:** S 23, D 16, Cn 25, I 20, W 17, Ch 16
**SK/F:** Conc +19, Esc +15, Lis +15, Spot +15; Cleave, Pow Atk
**POSS:** *Wand of Orcus* (+1 *morningstar,* death strike 1/day)
**CR:** 9
**Miniatures Handbook*

## Ochre Jelly: N L Ooze

**HD:** 6 (69 hp) **INIT:** –5
**AC:** 4 (T 4, FF 4) **SPD:** 10 ft., C 10 ft.
**ATK:** Slam +5 (2d4+3 plus 1d4 acid)
**SA/SQ:** Blindsight 60 ft., constrict 2d4+3 plus 1d4 acid, imp grab (grp +10), ooze traits, split
**SV:** Fort +8, Ref –3, Will –3
**AB:** S 15, D 1, Cn 22, I —, W 1, Ch 1
**SK/F:** Climb +10
**CR:** 5

## Abyssal Eviscerator*: CE M Outsider (CHAOTIC, EVIL, EXTRAPLANAR)

**HD:** 4 (38 hp) **INIT:** +0
**AC:** 20 (T 10, FF 20) **SPD:** 30 ft.
**ATK:** 2 claws +10 (1d6+5, chaotic, evil)
**SA/SQ:** Darkvision 60 ft., imm poison, rake 1d6+5 (grp +9), resist acid 10, cold 10, electricity 10, and fire 10, scent
**SV:** Fort +9, Ref +4, Will +5
**AB:** S 20, D 11, Cn 20, I 9, W 12, Ch 11
**SK/F:** Bal +7, Climb +12, Intim +7, Jump +12, Lis +8, Spot +8, Swim +12; Blind-Fight
**CR:** 4
**Miniatures Handbook*

## Aspect of Lolth: CE L Outsider (CHAOTIC, EVIL, EXTRAPLANAR)

**HD:** 14 (105 hp) **INIT:** +4
**AC:** 21 (T 13, FF 17) **SPD:** 40 ft., C 20 ft.
**ATK:** Whip +18/+13/+8 (1d6+6/19–20, chaotic, evil, magic, plus 2d6 against good and lawful creatures)
**SA/SQ:** DR 5/epic, darkvision 60 ft., reach 10 ft. (whip, up to 15 ft.), SR 25
**SV:** Fort +12, Ref +13, Will +17
**AB:** S 16, D 18, Cn 17, I 27, W 26, Ch 23
**SK/F:** Bal +21, Bluff +23, Climb +28, Dipl +10, Disg +23, Esc +21, Intim +25, Jump +24, Lis +25, Srch +25, S Mot +25, Spot +25; Blind-Fight
**POSS:** +1 *anarchic ghost touch unholy whip*
**CR:** 11

## Cultist of the Dragon: CE M Humanoid (HUMAN) Sor4

**HD:** 4 (18 hp) **INIT:** +6
**AC:** 12 (T 12, FF 10) **SPD:** 30 ft.
**ATK:** Dagger +3 (1d4+1/19–20, magic); **or** staff +2 (1d6)
**SV:** Fort +3, Ref +4, Will +6
**AB:** S 10, D 14, Cn 12, I 11, W 13, Ch 16
**SK/F:** Bluff +6, Conc +8, Lis +1, Spell +6, Spot +3; Dodge, Sudden Silent*
**SPELLS:** Known (6/7/4) 0—*acid spl, det poison, det mag, r mag, light, mag hand;* 1st—*lesser fire orb** (4; +6 rg touch, 3d8 fire), *Mordenkainen's buzzing bee**, *shld;* 2nd—*summ mon II*
**POSS:** *Cloak of resistance* +1, +1 *dagger,* quarterstaff
**CR:** 4
**Miniatures Handbook*

## Cursed Spirit*: CE M Undead (INCORPOREAL)

**HD:** 3 (22 hp) **INIT:** +2
**AC:** 13 (T 13, FF 11) **SPD:** Fly 30 ft. (perfect)
**ATK:** Incorporeal touch +3 (1d8+1)
**SA/SQ:** Curse aura (adjacent opponents, –2 all saves), darkvision 60 ft., incorporeal traits, undead traits
**SV:** Fort +1, Ref +3, Will +2
**AB:** S —, D 14, Cn —, I 9, W 8, Ch 13
**SK/F:** Intim +7, Lis +5, Spot +5
**CR:** 3
**Miniatures Handbook*

## Drow Sergeant: CE M Humanoid (ELF) Ftr2

**HD:** 2 (17 hp) **INIT:** +2
**AC:** 18 (T 12, FF 16) **SPD:** 35 ft.
**ATK:** Rapier +6 (1d6+2/18–20 plus poison)
**SA/SQ:** Darkvision 120 ft., drow traits, poison (Fort DC 13, unconscious 2d4 hours), SR 13
**SV:** Fort +4, Ref +2, Will +1
**AB:** S 15, D 15, Cn 12, I 10, W 12, Ch 12
**SK/F:** Hide +2, Lis +3, Srch +4, Spot +5; Dodge
**POSS:** *+1 chain shirt,* mwk rapier, lt steel shield, *oil of mag wpn, potion of cure lt, potion of pass w/o trace, potion of gas form*
**CR:** 3

## Githyanki Fighter: CE M Humanoid (EXTRAPLANAR) Ftr6/Wiz1

**HD:** 7 (50 hp) **INIT:** +3
**AC:** 13 (T 13, FF 10) **SPD:** 30 ft.
**ATK:** Sword +12/+7 (2d6+8/19–20, magic)
**SA/SQ:** Darkvision 60 ft., SR 12
**SV:** Fort +8, Ref +6, Will +4
**AB:** S 16, D 16, Cn 15, I 12, W 8, Ch 8
**SK/F:** Intim +8, Lis –1, Spot +6; Dodge, Mobil, Pow Atk, Spring Atk
**SPELLS:** 0—*ray frost* (4); 1st—*mag armor, mag missile* (2) (Psionics) 3/day—*blur, daze* (DC 9), *dim door, mag hand*
**POSS:** *+2 greatsword, cloak of resistance +1,* scroll of *exp retreat,* scroll of *shield*
**CR:** 8

## Gnoll Archer: CE M Humanoid (GNOLL)

**HD:** 2 (11 hp) **INIT:** +0
**AC:** 13 (T 10, FF 13) **SPD:** 30 ft.
**ATK:** Axe +3 (1d8+3/×3); **or** bow +1 rg (1d6+2/×3)
**SA/SQ:** Darkvision 60 ft.
**SV:** Fort +4, Ref +0, Will +0
**AB:** S 15, D 10, Cn 13, I 8, W 11, Ch 8
**SK/F:** Lis +2, Spot +3; Pow Atk
**POSS:** Leather, battleaxe, comp shortbow (+2 Str bonus), 10 arrows
**CR:** 1

## Hill Giant: CE L Giant

**HD:** 12 (102 hp) **INIT:** –1
**AC:** 20 (T 8, FF 20) **SPD:** 30 ft.
**ATK:** Club +16/+11 (2d8+10); **or** 2 slams +15 (1d4+7); **or** rock +8 rg (2d6+7)
**SA/SQ:** Low-light, rock catching 1/rd, rock throwing, reach 10 ft.
**SV:** Fort +12, Ref +3, Will +4
**AB:** S 25, D 8, Cn 19, I 6, W 10, Ch 7
**SK/F:** Climb +7, Jump +7, Lis +3, Spot +6; Cleave, Imp Bull Rush, Pow Atk, Imp Sunder
**POSS:** Hide, greatclub, bag of rocks
**CR:** 7

## Medium Fire Elemental: CE M Elemental (EXTRAPLANAR, FIRE)

**HD:** 4 (26 hp) **INIT:** +7
**AC:** 16 (T 13, FF 13) **SPD:** 50 ft.
**ATK:** Slam +6 (1d6+1 plus 1d6 fire)
**SA/SQ:** Burn, darkvision 60 ft., elemental traits, imm fire, vuln cold
**SV:** Fort +3, Ref +7, Will +1
**AB:** S 12, D 17, Cn 14, I 4, W 11, Ch 11
**SK/F:** Lis +3, Spot +4; Dodge, Mobil
**CR:** 3

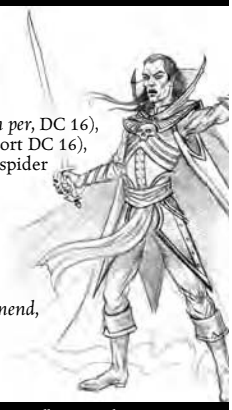
## Orc Champion: CE M Humanoid (ORC) Bbn1/Ftr6

**HD:** 7 (66 hp) **INIT:** +1
**AC:** 16 (T 11, FF 15) **SPD:** 45 ft.
**ATK:** Halberd +14/+10 (1d10+10/×3, magic)
**SA/SQ:** Darkvision 60 ft., light sensitivity, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC)
**SV:** Fort +9, Ref +3, Will +2
**AB:** S 20, D 13, Cn 14, I 8, W 10, Ch 6
**SK/F:** Climb +6, Jump +15, Lis +4, Spot +0, Surv +4, Swim +6, Tmbl +4; Cleave, Dodge, Pow Atk
**POSS:** *+2 studded leather, +1 halberd, potion of bark +3, potion of cure lt, potion of end elements*
**CR:** 7

## Orc Raider: CE M Humanoid (ORC) Rog2/Bbn1

**HD:** 3 (19 hp) **INIT:** +2
**AC:** 17 (T 12, FF 15) **SPD:** 45 ft.
**ATK:** Scimitar +8 (1d6+4/18–20); **or** scimitar +4 (1d6+4/18–20) *and* shield bash +0 (1d4+3)
**SA/SQ:** Darkvision 60 ft., evasion, light sensitivity, rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, –2 AC), sneak attack +1d6, trapfinding
**SV:** Fort +3, Ref +5, Will –1
**AB:** S 19, D 14, Cn 13, I 10, W 8, Ch 6
**SK/F:** Bal +9, Climb +9, Hide +6, Jump +15, Lis +5, M Sil +7, Spot +4, Surv +3, Tmbl +9
**POSS:** *+1 leather, +1 spiked lt steel shield,* mwk scimitar
**CR:** 3

## Vampire Aristocrat: CE M Undead (AUG HUM (HUMAN)) Ari5/Sor2



**HD:** 7 (54 hp) **INIT:** +8
**AC:** 20 (T 14, FF 16) **SPD:** 35 ft.
**ATK:** Rapier +12 (1d6+7/18–20, magic)
**SA/SQ:** Alt form (dire bat or dire wolf), blood drain (1d4 Con/rd, grp +9), create spawn, dominate (as *dom per*, DC 16), DR 10/silver and magic, energy drain (2 neg levels, Fort DC 16), fast heal 5, gas form, resist cold 10 and electricity 10, spider climb, +4 turn resistance
**SV:** Fort +2, Ref +8, Will +9
**AB:** S 20, D 18, Cn —, I 17, W 12, Ch 16
**SK/F:** Hide +12, Lis +22, M Sil +12, Spot +19; Cbt Reflex, Dodge, Mobil
**SPELLS:** Known (6/5): 0—*resist, det mag, disr und, mend, arc mark*; 1st—*exp retreat, mag missile*
**POSS:** +2 *rapier, cloak of resistance +1*
**CR:** 8



## Young Minotaur: CE M Monstrous Humanoid

**HD:** 3 (28 hp) **INIT:** +2
**AC:** 16 (T 12, FF 14) **SPD:** 30 ft.
**ATK:** Sword +8 (2d6+7/19–20)
**SA/SQ:** Darkvision 60 ft., natural cunning (never lost, track enemies), powerful charge 2d8+7, scent 10 ft.
**SV:** Fort +7, Ref +5, Will +3
**AB:** S 21, D 15, Cn 18, I 8, W 10, Ch 6
**SK/F:** Lis +5, Srch +1, Spot +5; Pow Atk
**POSS:** Greatsword
**CR:** 3



## Vrock: CE L Outsider (CHAOTIC, EVIL, EXTRAPLANAR, TANAR'RI)

**HD:** 10 (115 hp) **INIT:** +2
**AC:** 22 (T 11, FF 20) **SPD:** 30 ft., F 50 ft. (Av)
**ATK:** 2 claws +15 (2d6+6, chaotic, evil) *and* bite +13 (1d8+3, chaotic, evil) *and* 2 talons +13 (1d6+3, chaotic, evil)
**SA/SQ:** DR 10/good, dance of ruin 1/3 rds, darkvision 60 ft., imm electricity and poison, reach 10 ft., resist acid 10, cold 10, and fire 10, SR 17, spores 1/3 rds, stunning screech 1/hr (30 ft., stun 1 rd, Fort DC 22 negates), *summon tanar'ri* (1 vrock, 35%)
**SV:** Fort +14, Ref +9, Will +10
**AB:** S 23, D 15, Cn 25, I 14, W 16, Ch 16
**SK/F:** Conc +20, Hide +11, Lis +24, M Sil +15, Spot +24; Cleave, Cbt Reflex, Pow Atk
**SPELLS:** At will—*gr tport* (self + 50 lb. objects), *mirror image, tkinesis* (DC 18); 1/day—*heroism*
**CR:** 9



## Yuan-Ti Pureblood: CE M Monstrous Humanoid

**HD:** 4 (18 hp) **INIT:** +5
**AC:** 17 (T 11, FF 16) **SPD:** 30 ft.
**ATK:** Scimitar +5 (1d6/18–20)
**SA/SQ:** Alt form (T to L viper), darkvision 60 ft., det poison, SR 14
**SV:** Fort +1, Ref +5, Will +4
**AB:** S 11, D 13, Cn 11, I 12, W 10, Ch 12
**SK/F:** Conc +7, Disg +4 (+9 human), Hide +3, Lis +4, Spot +4; Blind-Fight, Dodge
**SPELLS:** (Spell-Like Abilities) 1/day—*ani trance* (DC 13), *cause fear* (DC 12), *charm per* (DC 12), *dark, entang* (DC 12)
**POSS:** Mwk studded leather, mwk heavy shield, mwk scimitar
**CR:** 3